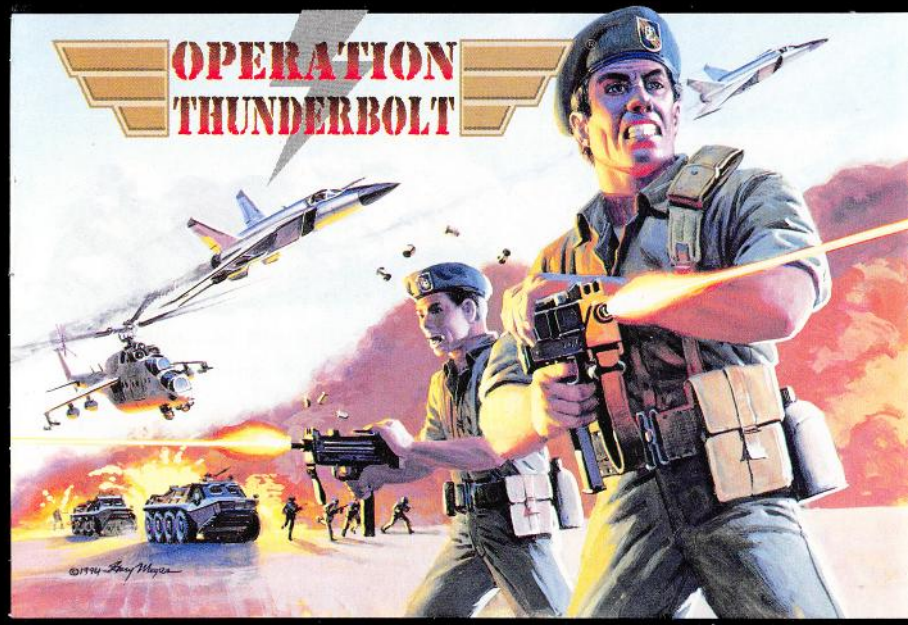
SNS-36-USA



TAITO®

Taito America Corporation
390 Holbrook Drive
Wheeling, IL 60090
Tel: (708) 520-9280

INSTRUCTION MANUAL

PRINTED IN JAPAN

TAITO®

SUPER NINTENDO ENTERTAINMENT SYSTEM

OPERATION THUNDERBOLT®

Choose your soldier from a selection of international tough-guys collected from the four corners of the world. Then, strap on high-tech weapons like a rapid-fire assault gun and special rocket bombs to annihilate all enemy opposition!

There is a total of eight bone-jarring missions! As the operative, you'll be walking into two different types of missions — each featuring intense guerilla warfare! The first style of mission is a side scrolling endeavor, where your only objective is to make it all the way through to the end. The second style is a forward moving nightmare where an enemy outpost, swarming with defenders, awaits your assault.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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TAITO Hint Line
1-900-28 TAITO (U.S.)
• $.75/min for recorded hints
• $1.25/min for live hints
• Must be 18 years or older
• Touch-tone phone only
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• $1.25/min for recorded hints

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SCREEN

THE HOSTAGES

One part of the game is to rescue hostages who were captured by the terrorists. In Missions 4 and 6, the hostages are located behind the locked doors of various rooms or buildings. To break the locks (and send the hostages running for freedom) blast away at the doors with the FIRE symbol nearby.

GAME OVER

Every time your character takes a hit, the Life Gauge is reduced. If this gauge reaches zero, you lose one credit. Each player has three credits. If you lose all three credits, the game is over.

Mission Notes:

Missions 4 and 6:

If you do not rescue any of the hostages in these missions, the game will be over.

Mission 8:

If you shoot the pilot by mistake, the game is over.

Mission 4, 6 and 8:

Each of these missions have final stage bosses.

Complete Mission 8 and the Victory demo plays automatically!

ITEMS

Items on the screen can be obtained by the player by shooting them with the gun. During a two player game, items collected by Player 1 fly off the left side of the screen and items collected by Player 2 fly off the right side of the screen.

Listed below are the items up for grabs in Operation Thunderbolt:

Body Armor: Reduces damage received by half. This item only works on the stage that it was obtained. It will not work on following stages.

Magazine: Adds one magazine of shells to your arsenal. The number of shells in the magazine depends on the gun you are using.

Rocket Bomb: Adds one (1) Rocket Bomb to your arsenal.

Ammunition Pouch: This item contains 3 Magazines and 2 Rocket Bombs.

Power Drink: Recover a portion of lost energy on your Life Gauge.

First Aid Kit: Life gauge is restored to maximum level.

SCREEN CONT.

1. SCORE: The scores are indicated at the top of the screen. The left one is for Player 1 and the right one is for Player 2. The score in the middle is the current High Score.

2. LIFE: This is the Life Gauge. It loses energy each time your character is hit. When it goes to zero, you lose one credit.

3. ARMS: The remaining supplies of Bullets, Magazines (Clips), and Rockets are shown here.

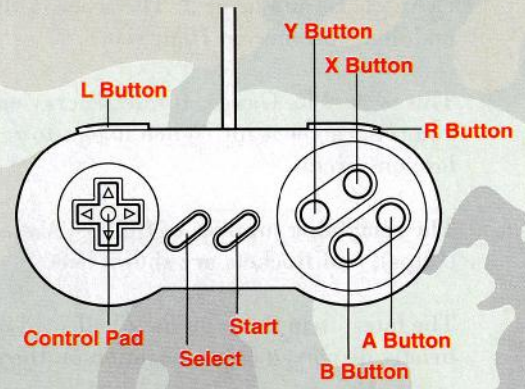
4. ITEM: The latest item that you have collected is briefly displayed at this location on the screen.

5. FACE 1: The character's face of Player 1 is shown in this box on the left. You can tell the condition of your character during the game because the expression changes as you receive damage or obtain first-aid.

6. FACE 2: Player 2's status panel is shown on the right.

CONTROL

This game can be played with the Controller, Mouse, or the Super Scope.



Controller Functions:

A Button	Fires the Gun
B Button	Fires the Gun
X Button	Fires the Rocket Bombs
Y Button	Fires the Rocket Bombs
Start Button	Pauses the game
Select Button	(No function in this game)
L – R Buttons	Controls the speed of the cursor
Control Pad	Moves the cursor Up, Down, Left and Right

CONTROL CONT.

Mouse Functions:

Left Button	Fires the Gun
Right Button	Fires the Rocket Bombs

Note: To pause the game while using the Mouse, direct the cursor to your character's face and click the Left Button.

Super Scope Functions:

Cursor	Fires the Gun
Fire Button	Fires the Rocket Bombs
Pause	Pause the game

Note: Before you start the game with the Super Scope, you need to tune the point of the cross-hairs at the Adjust Mode on the Option Screen.